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We hope you find this pack useful to create a great game!

If you have any support questions, please contact us [here](#).

Please make sure to include your **invoice number**.

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License

Fruit Swipe Match 3 Kit can only be used under the standard Unity Asset Store End User License Agreement. A Copy of the Asset Store EULA is available [here](#).

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Thank you for respecting our work.

Installation instructions

In order to install Fruit Swipe Match 3 Kit, please follow these steps:

- Open the Unity Hub and create a new, empty **2D** project with **Unity 2019.1.8** or higher.
- Open the Package Manager (located in the *Window/Package Manager* menu option) and install the **Entities** package. Make sure you have enabled the *Show preview packages* option in the *Advanced* section in order to be able to select this package.
- Go to the *Window/Asset Store* menu and download the **DOTween** free asset. Once downloaded, import it into your project and make sure to perform the additional setup step that DOTween requires by selecting the *Setup DOTween* option in the *Tools/Demigiant/DOTween Utility Panel* menu.
- Download and import the **Fruit Swipe Match 3 Kit** asset into your project.

At this point, you should not have any errors on the console and you should be able to run the kit by launching the *Home* scene. Make sure you have added all the scenes (located in the *FruitSwipeMatch3Kit/Scenes* folder) to your *Build Settings*, with the *Home* scene being the first one.

You can find the complete, online documentation of the kit [here](#).

Thank you!

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